

**SYSTEM, METHOD AND ARTICLE OF MANUFACTURE FOR A
SYNCHRONIZER COMPONENT IN A MULTIMEDIA
SYNCHRONIZATION FRAMEWORK**

ABSTRACT

A system, method and article of manufacture are provided for creating a synchronizer object in order to playback an event simultaneously on a plurality of a client apparatuses. First, a request is received utilizing a network for viewing an event. Next, the request is queued in memory. In response to the request, an object is created which is adapted to playback the event on a client apparatus simultaneous with the playback of the event on the remaining client apparatuses upon the receipt of an activation signal. The object is sent to one of the client apparatuses utilizing the network for being stored therein.

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